

CLAW & FANG

Number Seventy Five
February 10, 1977

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Tele: (916) 383-4848. Deadlines are on the 10th of the month for my games (although see #1 below); the 7th for Guest GM games. Subscription rate is 10 issues for \$3.00. (Airmail to Canada add 40¢) Sample copy 25¢. Game fee is \$2.00. There are game openings with a guest GM. Diplomacy is copyrighted by Avalon Hill.

The dedication of this issue is written on the right side of the page this month. Start at the top of the far right hand column and read down. Then read down the second column.

SO WHAT ELSE IS NEW

1. FANGMASTER GOING TO FRANCE AGAIN! The Fangmaster is heading for France in mid May. Having run out of material for "The Adventures of Fangmaster in France" Helpmate and I are returning for some more experiences to write about. In order not to miss a month of publication I am going to shorten the deadline the next three months. The deadlines will run thusly: March 8, April 5, and May 1. The June deadline will probably be on the 15th. The deadline for the guest GMs will be 3 days before my deadline.

2. GAME OPENINGS. As long as games keep finishing (5 in the past 3 months) I can continue my "open door" policy of game openings. The game now filling will be guest GMed by the incomparable David Reynolds.

3. NOVICES ATTENTION. CLAW & FANG tries to include something for the novice Diplomacy player in every issue. I feel that reading game wrapups are especially valuable. There are two in this issue on pages 4, 5, and 6. "You Be The Gamemaster" is also slanted at the novice. Feel free to send in any questions you have. Don't hesitate to write articles if you are a novice. The novice viewpoint is enlightening and should be heard more often. A novice article receives the free issues the same as any other article. See #4.

4. WRITERS ATTENTION. Material for CLAW & FANG is always solicited. While Diplomacy is the main reason there is a CLAW & FANG, interesting material of any nature is published. Send in articles, stories, puzzles, recipes, reviews, etc, and receive two free issues for each published $\frac{1}{2}$ page.

5. CLAW & FANG AWARDED AN HONOR that goes to only one gamezine a year--the first Boardman Number of the year. The game being guest GMed by Lec Kendter is now 1977A.

6. HIGHTOWER BOURSE ENDS. The Bourse ended last issue. The winner was David Scott who get a free Diplomacy game in CLAW & FANG as well as a six month subscription. First runner up was Mike Boggs and second runner up was Sid Jolly. They each get a free game. David Reynolds came in last and gets to GM a game.

7. The Dinkicon will be held August 21 in Holmby Park in L.A. Save that date--except for you, Schlickbernd. Why don't you attend a légionnaire's convention somewhere? (Preferably French Foreign) On second thought, please attend the Dinkicon, Brucie, I need something to blame my failures on.

8. For those of you that couldn't read it, the dedication says, "This issue is dedicated to the incoming Chinese new year, the year of the serpent."

唐讀
人期
新出
歲版
的係
蛇紀
年念

ETHICS: OUR RESPONSIBILITY

by Dennis Goldston

The two articles by Don Newsnap and Bruce Schlickbernd barely scratched the surface of the real issue of ethics in Diplomacy. Like Bruce, I can't begin to accept Don's definition of ethics, but I feel Bruce missed an opportunity by simply reverting to another commentary on game philosophies. Ethics involves standards of conduct, and in Diplomacy, these standards are ill-defined at best and certainly lacking in force.

To understand the problem of definition, you have to look at examples. Bruce cited deception of the gamemaster as unethical, and the vast majority would agree. Yet even in this extreme case there is room for dissent. Since almost all gamemasters include this item in their houserules, it can be argued that deception of the gamemaster is more a legal matter than an ethical one. In any case, the sanctions against such behavior are there and are clearly understood.

From that point on, however, we see only various shades of grey, such as the infamous cross game alliance. It is not difficult to say what a cross game alliance is, but it is very hard to prove that there has been one. Suppose two people in two games in two zines work together for a two-way draw in both games. Is that prima facie evidence of collusion? It is not an easy question to answer.

And it gets more difficult still. Suppose you're France in a new game and you write to England suggesting an alliance against Germany. Now consider two cases. In the first case, your letter is rather mild, so England "doctors" it a bit, then xeroxes it, and sends it on to Germany. I think that's unethical, but I bet I get an argument from someone. In the second case, you were a little overzealous and England doesn't even have to "doctor" it. He just sends a copy on to Germany exactly as is. I still think it's unethical, but quite a few will disagree with me now.

And finally there is the question of that marvel of science---the telephone. How many games have been affected by a call? Is it ethical for one player to have an advantage over another because he can afford a bigger phone bill? Or what about the players who have access to Watts lines and pay nothing? No, ethics is not cut and dried.

As for enforcement, there is almost nothing outside the houserules and complaints to the IDA, etc. Some players take justice into their own hands and seek vengeance against the accused themselves, frequently employing the same techniques they considered to be wrong in the first place.

What is the solution? We could add more rules covering these and other situations and apply some type of sanctions, etc., I would oppose this approach on theoretical grounds. Legislating morality, in my opinion, fosters an attitude of "If it's not against the rules, it must be OK." The other extreme (essentially the way things are now) would be to avoid the problem by saying it's impossible to agree on definitions and sanctions, so we must depend totally on the individual's judgment. Somewhere in between there must be a better way. Even if total agreement were lacking, surely discussions of the kinds of situations I've described would at least raise the level of consciousness of ethical problems. If we couldn't agree on a list of ethical do's and don'ts for novices, surely we could warn them of the potentialities and advise them on some ways to avoid ethical dilemmas. True, such an approach involves no small effort, but clearly the standards of conduct we operate under will be a direct measure of what we are willing to accept--even a hobby carries a responsibility.

Reynolds
Rap

OTHER NOTES FOR TRAVELLERS IN EUROPE, WHICH SHOULD,
BUT DON'T, GET MENTIONED IN \$5 A DAY

Slumber wear: If you use this, or these, you leave them on an armchair in the morning, yes? In the U.S., the maid will carefully dust all round them, leaving them untouched in a marked manner. In a good German hotel, the kammermadchen will seize upon them with little shouts of glee, and bear them off to the oberhausfrau, who will mend them, iron them and restore them to you within hours.

In between these extremes, national patterns vary widely. The British put your pyjamas under the pillow, as God intended. The French put them away in a drawer, no doubt perfumed. The Germans tend to hang them behind the bathroom door, which takes you a while to find out where they've gone. The Scandinavians turn down the bed clothes, and put them under the turn-down, which you discover, naturally, as you fall asleep exhausted after a bitter search.

The thing is that when you are packing up to move on, you naturally forget to look in these places, so you arrive in the next country without them. So the next phrase to learn by heart, after getting through customs to your hotel is: "Wo ist die kleine pyjama-macher?" or "Au peut-on acheter des robes de nuit?" I will forbear describing the weird attire these misguided Continentals will offer you, but will pass on to an even more indelicate subject, bathrooms.

In the good old USA, when there is nobody in the bathroom, the door is left open. When there is somebody in the, the door is shut, which signifies to everybody else that there is someone, or more, inside. (Deep philosophical point here. If there is nobody in the bathroom, and nobody in the house, does nobody know that there is nobody in the bathroom? Or is it the converse?)

Anyway, not so among crazy foreigners. They keep the door shut all the time, and lock it when it is in use. It is very frustrating to be a slightly constipated American, pacing the landing in some guesthouse, gazing at the closed door now and then, and see someone come, open the door, and march right in. So remember you are entitled to try the door. There will usually be a response, to which no reply is needed. In the British Isles, the male occupant will make a sound imitation of the red-crested peewit, which may be rendered "Hrmp-hrmp" while the female of the species emits a monotonal "Mmh-mmh," similar to the note of a resting peahen.

In France, the occupier will often articulate "Say, doc, you pay," which some linguists believe is their way of saying "it's occupied." In Germany, there will be a straight-forward "Herein." If you feel it's an emergency, you will respond by screaming, not saying, "Aber Ich bin ein Obergruppenfuhrer." That gets you in right away.

Now, having told you all this, let me ask you for information. Why is it, in these United States, that when a john is moving it is open to both sexes, but if it is stationary there has to be one for each sex? You have buses, trains, 747s with at least 8 johns, and nobody feels the need to make them homosexual; but even the smallest diner has to have separate quarters. Pourquoi?

--DAVID J. REYNOLDS

* * * * *

MONTHLY HOROSCOPE

Aquarius (born Jan 20 to Feb 18)

You have an inventive mind and are inclined to be progressive. You lie a great deal. On the other hand you are inclined to be careless and impractical, causing you to make the same mistakes over and over again. People think you are stupid.

[This month's horoscope concludes the series since I have now run through all twelve signs. If there are any astrologically inclined readers who would like to submit horoscopes I would be glad to receive them.]

1975AW: THE WRAP UP

The Supply Centers:

	00	01	02	03	04	05	06	
AUSTRIA	<u>3</u>	<u>6</u>	<u>8</u>	<u>10</u>	<u>10</u>	<u>10</u>	<u>10</u>	Draw
ENGLAND	3	4	4	4	4	4	4	
FRANCE	3	4	4	4	4	5	5	
GERMANY	3	5	6	7	7	7	6	
ITALY	3	4	5	7	7	8	9	Draw
RUSSIA	4	6	4	1	1	0	-	
TURKEY	3	3	2	0	-			

The Players:

GAMEMASTER: Steve Brooks. AUSTRIA: John Weswig (draw F'07). ENGLAND: Steve Nozik (droF'06), Mike Hudec. FRANCE: David Weitz (droS'04), Walter Blank. GERMANY: Roger Downing. ITALY: Dennis Goldston. RUSSIA: David Scott (droF'03), C.D. (out F'05). TURKEY: Tommy Neal (dro W'02). --Goldston(draw F'07).

The Players' Statements:

JOHN M. WESWIG: This was my first game as Austria, and in other games I'd learned that Austria was vulnerable on all sides and had to move fast or else. I started by forming an alliance with Italy (Goldston). It was an uneasy alliance from the beginning, and never really improved. I then laid my plans, which to a large extent went better than I'd expected.

I began 1901 allied with both Russia (Scott) and Turkey (Neal), against the other. I ended 1901 by stabbing both and fatally crippling Turkey. When Italy joined the attack on Turkey in 1902 the end for Neal was in sight, and he dropped before 1903. Russia was under attack in both the north and south, and I conned him into both forgiving me and allowing me to help him in this defense in the north. That was his second mistake and he never got a third, leaving his one remaining unit in civil disorder.

1904 was when the Italian-Austrian alliance turned west in earnest. The western powers had been bickering without conclusion and were weak and not united, and by reducing our strength around Turkey, Italy and I both rapidly brought all our units to the new front. There were no rapid gains here, especially since Blank took over France and successfully fended off the diplomatic offensives of both Italy and myself by allying with Italy only against England only. Because of this Germany was able to form a line which stopped me completely through the end of 1905.

In 1906 I tried what had worked before against Russia and had convinced Germany that Italy was the big threat against both of us and that we should cooperate to stop him. The agreed Germany moves in the spring and his MMR in the fall were the end of Germany as a major power, especially as England (now Hudec instead of Nozik) gave me StP and took Swe from Germany as I took Mun, Ber, and Kie. My sudden spring gains, however, increased the tension in my alliance with Italy and he both stabbed France for builds and demolished our 'demilitarization' program (aided by two errors on my part). Fortunately the game ended before 1907 could finish and the Italian-Austrian alliance thus never quite degenerated into blatant warfare.

This whole game was unusual for me. Never have I stabbed so many times (Turkey and Germany one and Russia TWICE), and never have they been so successful. Also, never has alliance such as the one I had with Italy been so shakey and still lasted. I think it's a tribute to his skilled planning of the demilitarization, and I'd like to thank and congratulate Goldston for it. There were far too many stabs in this game, but he prevented another one.

I'd like to congratulate Blank for his successful survival effort and Downing on his valiant attempts to save a losing cause without help. I'd also like to thank GM Steve Brooks for his excellent GMing and wish all the players the best of luck in the future.

(continued on page 5)

ITALY: This was an unusual game for me because although I enjoyed the advantage of a game long alliance with Austria, I spent the majority of my efforts trying to prevent my partner from running off with the victory. Though I hate to admit it, John Weswig was clearly the dominant force in the game. Everytime I looked up he had swallowed another opponent, and I was scrambling to keep pace and prevent my becoming his next victim. There were many anxious moments and I was quite surprised the others didn't do more to stir up trouble between us. Our opponents had a few moments of individual achievement such as the German stand against Austria, but they were generally disorganized and often ineffectual. Dave Weitz as France gave me a free hand against Turkey and that was an early key. By the time Walter Blank took over only a concerted effort by France, England, and Germany could have saved the day. Fortunately, it didn't materialize and France's fate was sealed. My final stab against France was not something I was proud of. Walter played very courageously against a stacked deck and his stubborn refusal to support Austria against Germany may very well have saved the draw for me. He deserved a better fate, but I had been warned of the impending Austrian stab against Germany and I dared not fall behind at this crucial point. Roger Downing and I had crossed swords before and I wasn't anxious to ally with him, but for safety sake I kept the door open. His stab against Walter may have seemed pointless, but he was desperate and the Austrian offer was the only one he had. Steve Nozik was publisher of a zine that folded with my game and some of my money. His play was on a par with his publishing. My thanks to Steve Brooks for a fine job and my special thanks to John Weswig who played brilliantly. Italy and Austria have many disadvantages but most of them disappear when they work together. --DENNIS GOLDSTON

GERMANY: After two years and three different addresses I'm finally out of 1975AW. It's not that I didn't enjoy the game, but it was apparent that unless the game ended when it did my stay in Europe would be short. It seems that Germany became the man out in a three-way struggle for first and second place.

The game started out on a fine note for Germany. Austria, Italy, and Germany agreed to a Central Power Alliance. The fringe countries never stood a chance against the Central Powers since the Central Powers keep any alliance from forming among the fringe nations.

For example: England was allied with Germany for the entire game which keep any alliance between him and Russia or France from forming since Germany was at war with Russia and France. Thus the only real power throughout the game was the Central Power bloc.

The only questions left unanswered in the game after the first couple of turns was which one of the three Central Powers would be left out. As it turned out, Austria and Italy were in--Germany out.

Capt. Dennis Goldston (Italy) and John Weswig (Austria) both played excellently, and played their respective countries exactly as I would have done if I were in their positions. As always, the Fangmaster runs the best dippy zine in all of Sacramento.

1975CD: THE WRAP UP

The Supply Centers:

	00	01	02	03	04	05	06	07	08
AUSTRIA	<u>3</u>	<u>4</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>8</u>	<u>6</u>	<u>6</u>	<u>5</u>
ENGLAND	3	4	3	2	0	-			
FRANCE	3	5	5	5	4	0	-		
GERMANY	3	5	7	8	10	13	15	15	18 wins
ITALY	3	4	5	4	5	6	5	5	3
RUSSIA	4	6	6	6	5	7	8	8	8
TURKEY	3	4	4	4	4	0	-		

The Players:

GAMEMASTER: David Reynolds. AUSTRIA: Chris Pike. ENGLAND: Tony Zahn (out F'04). FRANCE: Ann Burt (dro F'03), George Waller-Frye (out F'05). GERMANY: Eva Lydick (won W'08). ITALY: Robert Stimmel. RUSSIA: David Carawan, TURKEY: Russell Johnston (dro F'02), Stephen Merrill (out F'05).

(continued overleaf)

CHRIS PIKE: For the first game I'd played in, I was surprised I lasted as long as I did. Robert Stimmel gets the thanks for that. We allied early in the game (in the first season) and it lasted through to Spring 1908 when I supported Eva Lydick (Germany) into Italian territory. I'm quite sure that without his advice, I would not have survived as long as I did. However, I think that if I had been more experienced at the outset, or had any amount of communication, in the early game, with anyone but Robert, the game would have progressed much differently. Robert persuaded me that Turkey-Russia would be a force to be reckoned with, and by the time Dave Carawan (Russia) and I had agreed to eliminate Turkey, it was too late for us to do anything but watch Eva finish the game. My only regret, obviously, is that I didn't watch Germany more closely; just because she wasn't attacking me, didn't mean she couldn't be a danger to me (if I wanted to win the game).

In any event, I enjoyed the friends I've made since I started this game. Thanks to Fangmaster, David, Eva, Robert, Dave, and the other players, and especially congratulations to Eva for a fine win.

[1975CD was MENSEA 3]

MENSEA 5 1975HG GAMEMASTER: Scott Hightower, 3118 Lamar Dr., Lexington KY 40502
WINTER 1906

The Great K'doo didn't make it to the typewriter in time so Scott phoned in the Winter adjustments. K'doo will be back next month with the final article on the Bourse.

AUSTRIA builds A Bud; ENGLAND removes F Bal; FRANCE builds F Bre, F Mar;
ITALY builds F Nap.

Spring 1907 due in Lexington on March 5.

MENSEA 6 1976BN GAMEMASTER: FANGMASTER
SPRING 1904: GERIANS MOVE INTO FRANCE. ITALIANS INVITED
OUT OF AEGEAN.

AUSTRIA Wartenberg (2): A Tri* S A Bud*-Ser

ENGLAND Koenig (4): F Spa(nc)* S F EngC-MAO*, F Lon-EngC*, A Wal* H

FRANCE Carawan (4): F MAO-MAO*, A Pic-Par*, A Bre* H, A Mar*-Spa

GERMANY Vagts (6): F Den* H, A Kiel-Mun*, A Bel* S A Ruhr-Bur*, A Mun-Tyo*,

A Hol* S A Bel

ITALY Reynolds (4): F Aeg-Con /d/ R(Med, Smy, OTB)*, A Apu*-Nap, A Rome*-Nap,
A Ven* S AUSTRIAN A Tri

RUSSIA Straten (8): F Swe* H, F Sev*-Run, F Nwy*H, A War-Gal*, A Rum*-Bud,
A Gal-Boh*, A StP* H, A Vie* S GERMAN A Mun-Tyr

TURKEY Young (6): F Con* & F Ion* S F Gre-Aeg*, A Alb* S A Ser*-Tri, A Bul*-Ser
Fall 1904 due March 8.

MENSEA 7 is now forming. If you are a member of the SIG and want in, send in your game fee.

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1976DE

GAMEMASTER: Gary L. Burce, 211 Alden St. Apt 343
Wallington, N.J. 07057 (201)472-9579

SPRING 1903: FRANCE SURVIVES TRIPARTITE ALLIANCE; AUSTRIA EXPANDS NORTH

AUSTRIA: Dahnke (6) A Gal-Ukr*, A Vie-Boh*, A Tri-Tyr*, A Bud-Gal*, A Ven* H,
F Gre* S TURKISH F Aeg-Ion

ENGLAND: Weswig (5) F Nat-MAO*, F Nth-Eng*, F Iri* S F Nth-Eng, F Nwy*-Swe,
A Bel*-Pic

FRANCE: Bear (4) A Mar* S A Gas-Spa, A Gas*-Spa, A Par*-Bur, F Bre*-Pic

GERMANY: Hance (5) A Bur*-Mar, A Mun*-Bur, A Don-Kie*, F Hol* H, A Sil*-Mun

ITALY: Dave Iitter (4) A Rom*-Ven, A Spa* S GERMAN A Bur-Mar, F Tun*-Ion,
F Tyr* S F Tun-Ion

RUSSIA: Budke? (4) NMR A War* H, A Mos* H, F Swe* H, A Ukr H /d/ R OTB

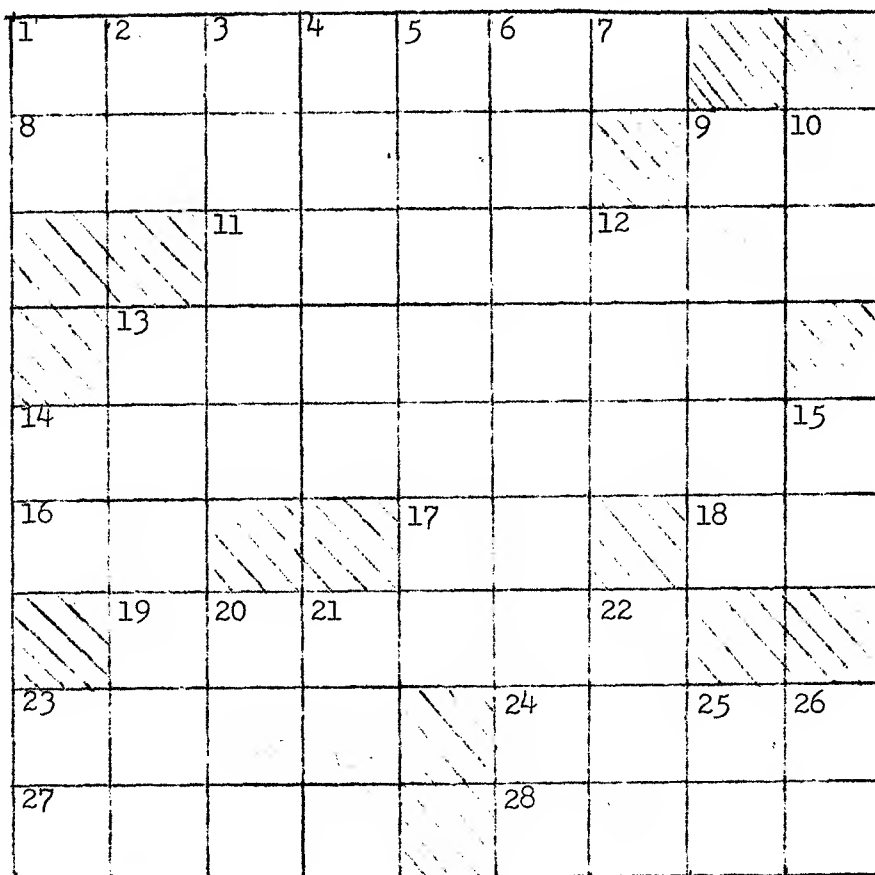
TURKEY: Hudec (6) A Sev* S AUSTRIAN A Gal-Ukr, F Ion*-Tyr, F Aeg*-Ion,
F Smy*-Aeg, F Bla* S A Sev, A Rum* unordered H

WALLINGTON: Fall 1903 moves are due here March 5, 1977. Would Roger Downing,
Riviera Apts #405, 3001 N 6th, Abilene, TX 79603 please submit standby moves for Russia?

ROME: Italy to Turkey--To hell with it!

THE PUZZLE PAGE

From Mike Boggs: Here is the world's first Diplomacy crossword puzzle, created by me especially for the CLAW & FANG Puzzle Page.



ACROSS:

1. Then an empire; now a country.
8. Got rid of a fly.
9. A friendly greeting or our southernmost state. (Abr)
11. Rages
13. An important vein, especially to Diplomacy players.
14. The Fangmaster. (2 words)
16. A conjunction.
17. Toward.
18. A word never used by a true diplomat.
19. Discover or deduce.
23. Sha- - -.
24. How the Fangmaster likes to see Schlickbernd. (Abr)
27. To make something as it was before.
28. Napoleon _____.

DOWN:

1. Like.
2. A monosyllabic utterance showing deep thought or imbecility.

3. We play Diplomacy because it is _____. (2 words)
 4. Not meek.
 5. To change the planned course while keeping the destination.
 6. Sacred stones. (2 words)
 7. One.
 9. A wading bird (Var).
 10. 3rd person, singular conjugation of the verb "to be".
 12. A rodent. (Var)
 13. A Court in Sacramento or a Near-Eastern country.
 14. To complete or accomplish.
 15. "On" spelled backwards.
 20. Opposite of begin.
 21. Path or way. (Chin.)
 22. Also.
 23. A Greek letter.
 25. Masculine form of "la".
 26. The first note of the diatonic scale.
- (Puzzle Page continued overleaf)

SOLUTIONS TO LAST MONTH'S PUZZLES

1. The Ten Bags of Coins Problem. Take one coin from bag #1, two from bag #2, three from bag #3, and so on--55 coins in all--and weigh them. If all were good, the weight would be $5 \times 55\text{gr} = 275\text{gr}$. Count the $\frac{1}{2}\text{gr}$ s short of this, and this count is the number of the guilty bag.

2. The Algebra Problem. The answer lies in step 3: $a^2 - b^2 = ab - b^2$. Since $a = b$ this step becomes $0 = 0$. From then on the problem is trying to divide 0 and that leads to nothing.

You Be The Gamemaster

Adjudicate these moves. (assume no other units involved)

1. Austria: F Bul(se) → Bla

2. England: F Bar → StP

[answers on page 11]

3. France: F MAO → Spa

4. Austria: A Bul H

Turkey: F Aeg → Bul(se)

F Bla S F Aeg → Bul(se)

* * * * *

THE DIPLOMAT'S OTHER TABLE

Hershey Bar Pie

by Sherry Goldston

Ingredients:

6 small chocolate almond bars (about 5 oz total)
16 marshmallows
 $\frac{1}{2}$ cup milk
1 cup whipping cream
1 baked pie shell, graham cracker or pastry

Melt chocolate, marshmallows, and milk in double boiler. Cool thoroughly. Beat whipping cream till stiff, and fold into melted mixture. Pour into shell and refrigerate till serving time. May be frozen.

* * * * *

1975 GGC

GAMEMASTER: FANGMASTER

AUTUMN 1906: Turkish A Bud R Ser

[WINTER 1906] SPRING 1907: SULTAN AND CZARINA LOCK HORNS WHILST TOMMIES TAKE LONG SEA VOYAGE

ENGLAND Holmes (8): F Eng* & F MAO* C A Lon*Gas* S by F Bre* & A Par*, F Nth-Nwy*, F NAO*S F MAO, A StP* S RUSSIAN A Mos [build A Lon]

FRANCE Forte (2): F Por → Spa(sc)*, A Gas → Mar*

GERMANY Nelson (4): F Hol* S A Kiel, A Bur* & A Kiel* S A Ruhr-Mun*

ITALY Torrey? (3): [NRR GM removes A Mar] IMM R A Mun H /d/ R(Tyr,OTB)*, A Apu* H, F Tyr* H

RUSSIA Karen Willemsen (7): A Ukr* S F Rum* H, A Bud* S F Rum, A Mos* → Sev, A Sil-Boh*, A Gal* S A Bud, A Ber* S GERMAN A Kiel

TURKEY Rogowski (10): [build F Con, A Smy] F Nap* S F Rom, F Ank-Bla*, F Tun* → Tyr, F Rome* S F Nap, F Con → Aeg*, A Smy → Con*, A Arm* → Sev, A Bul* → Rum, A Tri* S A Ser* → Bud

Fall 1907 due March 8. I am requesting standby orders for Italy from Sheldon Kahan, 5918 3/4 Barton Ave., Los Angeles, Calif 90038.

1975 EL

GAMEMASTER: Bob Wartenberg, 44 Buckeye Rd., Groton, CT 06340
 SPRING 1908: FRANCE TIGHTENS THE NOOSE AS ITALIANS SURRENDER
 IN BUDAPEST.

ENGLAND: Robinson (6) F Edi→Cly, F Nwg→Cly, F Lon S F Nth, F Nth H, A Yor→Lvp,
 F Den H

FRANCE: Diehl (15) F Tun→Ion, F Tyr S F Lyo→Tus /d/ R(Tun, WMed, Lyo, OTB), F Cly H,
 F Lyo→Tus, F Bel→Hol, F Eng→Bel, F Bre→Eng, F NAO S F Cly, A Mar→Pie, A Ven→Apu,
 A Tri S RUSSIAN A Vie→Bud, A War→Gal, A Kie→Ber, A Hol→Kie, A Lvp S F Cly

ITALY: Holmes (3) A Bud→Tri /d/ annihilated, A Tus→Ven (NSU), F Rome→Tyr,
 F Nap S F Rom→Tyr

RUSSIA: Kendter (4) F Sev S AUSTRIAN A Rum, A Vie→Bud, A Mos S F Sev,
 A Bul S AUSTRIAN A Ser

AUSTRIA: Boggs (2) A Rum S RUSSIAN A Bul, A Ser S RUSSIAN A Bul

TURKEY: Eisen (4) F Aeg C A Gre→Con, A Arm→Sev, A Gre→Con, F Bla S A Arm→Sev
 French retreat and Fall 1908 orders due 5 Mar 77. Also, there is another call
 a French victory. A vote not sent to me will be counted as no.

KENDTER 1 1977A GAMEMASTER: Lee Kendter, 4347 Benner St., Philadelphia, PA
 SPRING 1901 19135

AUSTRIA (Karlinski) A Vie→Bud, A Bud→Rum, F Tri→Alb

ENGLAND (Smith) A Lvp→Edi, F Edi→Nwg, F Lon→Nth

FRANCE (Cathcart) F Bre→NAO, A Par→Pic, A Mar→Bur

GERMANY (Don Ditter) F Kie→Hol, A Ber→Kie, A Mun→Bur

ITALY (Kahan) A Ven Hold, A Rom→Apu, F Nap→Ion

RUSSIA (Bassett) F StP(sc)→Bot, A War→Gal, A Mos→Ukr, F Sev Hold

TURKEY (Forester) A Con→Bul, F Ank→Con, A Smy Hold [*Deadline data at bottom of page*]

1974 CZ

GAMEMASTER: FANGMASTER

SPRING 1914: Italian Navy Sunk in Tunisian Desert.

ENGLAND Hightower (6): F Nwy* H, F Eng* H, F Naf* S FRENCH F WMed→Tun,
 F Bar* S A StP, F Nwg→Nth*, A StP* S GERMAN A Mos

FRANCE Reynolds (3): F Lyon*→Tyr, F WMed→Tun*, A Mar→Pied*

GERMANY Kendter (11): F Swe* H, F Den* H, A Ber→Sil*, A Mun→Boh*, A Bel* H,
 A Sil→War*, A Tyo* S A Vie, A Mos* S A Ukr, A Ukr* & A Vie* S A Boh→Gal*

ITALY Klein (4): F Nap*→Tyn, F Tun→Tyn /d/ annihilated, A Ven* S A Apu,
 A Apu* S A Ven

TURKEY Hudec (10): F Ion* H, F Gro→Alb*, F Adr* S A Tri* H, F Bla* S A Sev,
 A Rum→Bul*, A Ser* S A Tri, A Sev* & A Bud* S A Gal→Rum*

Fall 1914 due March 8.

1974 CV

GAMEMASTER: FANGMASTER

WINTER 1912: Russia builds A War, Turkey builds F Smy
 SPRING 1913: TURKISH FLEET SUNK IN ATLANTIC (MID); FRENCH FLEET SUNK IN SPAIN
 (SOUTH COAST); ENGLISH ARMY HANGS ON IN BERLIN (EAST AND WEST).

ENGLAND Kendter (13): F Eng→Iri*, F Bal* S A Bor, F Ska→Nth*, F Nth→Eng*,
 F Bre* S F NAO→IAO*, A Pin* S F StP(nc)* H, A Par→Gas*, A Bur* S FRENCH A Mar,
 A Kiel* S A Ber, A Ber* & A Ruh*→Mun

FRANCE Bureo (3): F Spa(sc) & A Mar /d/ annihilated, F Por* & F Spa(sc),
 A Mar* & F Spa(sc)

RUSSIA Hanagan (3): F Ion→Tyr*, A War→Gal*, A Sil* & A Tyo* S A Mun* H,
 A Lva* S A Mos*→StP, A Pru*→Ber

TURKEY Neal (10) F Lyo* S F WMed→Spa(sc)*, F Naf*→IAO, F Tyr→WMed*, F WMed→Ion*,
F NAO→Por /d/ annihilated, F Smy→WMed*, A Boh* S RUSSIAN A Mun, A Pied*→Mar, A Tus*→Pied

Fall 1913 due March 8.

1977A

*Fall 1901 due in Philadelphia on March 5. I have been questioned about
 telephone calls. I (Lee) will accept calls but, ONLY from 9:30-11:00 p.m. weekdays
 Eastern Time. Please make a note of the number as it is unlisted. (215) 333-9729

Formerly Boggs-1

GAMEMASTER: Michael W. Boggs, 1149 Rosedale Ave., Glendale,
Calif 91201

1075JE

FALL 1901: TURKS TAKE SERBIA IN SURPRISE ATTACK!

AUSTRIA Forester (3): A Vie*→Bud, A Ser→Bud*, F Alb*→Gre CTRS: Home (3) even
 ENGLAND Oaklyn (3): F Nth* C A Edi→Nwy*, F Nwg*→S A Edi→Nwy CTRS:Home,NWY(4) bld 1
 FRANCE Funkenbusch (3): A Bur→Bel*, A Spa→Por*, F MAO→Eng* CTRS:Home,POR(5) bld 2
 GERMANY Dave Ditter (3): F Pen* H, A Kie→Hol*, A Ruh* S A Kie→Hol

CENTERS: Home, DEN, HOL (5) build 2

ITALY McManus (3): A Ven→Tyr*, A Apu* H, F Ion*→Gre CENTERS: Home (3) even

RUSSIA Bassett (4): F Both→Swe*, A StP→Fin*, F Rum* H, A Gal* S AUSTRIAN A Ser→Bud,
CENTERS: Home, RUM, SWE (6) build 2

TURKEY Slaughter (3): A Bul→Ser*, F Con→Bul(sc)*, A Smy→Ank* CTRS:Home,SER,BUL(5)b 2

Winter builds due here March 5. Starting next year, I will be calling for combined
 Winter and Spring moves, except in those cases where there's a really hairy situation
 to be dealt with. Of course, the Spring moves may be conditional on the Winter builds.
 Also, one of the players' jobs requires him to be out of the country from time to
 time. He has offered to send me SASE for all the players, so that I can send the
 adjudications to all the players immediately. This would give him time to carry on
 negotiations and add to the time of the other players. I see nothing improper with
 this, so unless I receive a valid objection from one of the other players, he may do so.

PRESS

An open letter to the players in CLAW & FANG game Boggs-1, Regular Diplomacy

From: Bernie Oaklyn, P.O.Box 34310, Bethesda, Maryland 20034

GENTLEMEN:

Is this game indeed 'regular Diplomacy', or shall we strive to make this a game
 that all may remember.

I would like to propose something unusual, but not unheard of. What I am about to
 propose was done in 1969 BO, a game run by Terry Kuch. In that game, a player of reknown
 and some controversy, Buddy Tretick, moved a German army down to Constantinople by 1904
 without taking anyone elses supply centers on the way. Then, as I understand it, the
 unit was convoyed back home via many fleets. Every country aided in this venture.

Now, England, in this game, wishes to attempt the very same thing, move an English
 army via any route you the players may suggest, to Constantinople via land or sea, and
 then be given safe passage back home before the end of the game.

In doing this, these players who may well be afraid of England, will note that
 this unit in transit, will have to be taken out of England's strength, and thus, will
 not be available for England to use in any war whatsoever, by treaty.

Now also note, that this unit will not be ordered to, or ordered to stay in anyone
 elses supply center whatsoever. All you have to do is write to England and say where
 you are willing to let the army move to, and where you will support that army to, and
 where you will convoy that army to, whether by your own units, or by and with other
 force fleets.

These moves will receive headline notices in the magazine, and be notarized in the
 journals of time itself.

What do you say, you the players of this game? England is willing to reduce its
 strength by one unit if you are willing, and nervy enough to go through with this great
 plan.

Of course, all powers must agree to keep at least one English supply center
 available until that English army moves to Constantinople and returns home to that
 center once again. After that, you are free to vie for that last English center.
 Of course, I make no promises that when that unit arrives home again, that England
 will be anywhere near only one supply center at that time.

Care to publish your approval or denial of this plan? Of course, if some of you
 are squemish, the others may well want to carry out this plan without the others.

PARIS: England's "open letter" is intriguing to say the least. However, the
 co-operative spirit behind this venture is betrayed in paragraph 6 where there is a
 call for passage, naval transport, and support. If everyone is co-operating, then
 who is being attacked! Why else would support be required? If there is to be war
 over it, then this becomes simply a clever diplomatic maneuver.

Furthermore, how is the army not to occupy a supply center if Constantinople is
 its goal? Of course, it could move in during spring and out during fall, but why not
 go all the way to Syria while we're at it! If all powers are agreeable, I suggest
 the following as the most expedient route: Pru, War (or Sil, Gal), Ukr, Sev, Arm, Syr.

What are others' opinions? If all are agreeable, let's do it.

ANKARA: Mr. Oaklyn's suggestion has one obvious point; the whole suggestion is
 for Mr. Oaklyn's aggrandizement. Either he hopes some advantage helps him reach the
 game's goals or he proposes that we collectively give him a place in the Diplomacy
 Hall of Fame (albeit, next to Buddy Tretick--the first).

1976 EF

GAMEMASTER: FANGMASTER

SPRING 1903: RUSSIA GOES TO WAR WITH TURKEY

ENGLAND Forester (3): F Ska→Nth*, A Lon* H, F Nth→Bel*

FRANCE Eaton (6): F Eng→Iri*, F Bel→Eng*, F Bre→MAO*, A Pic* S A Bur*→Bel,

A Spa→Mar*

GERMANY Willemsen (5): A Vie* S ITALIAN A Tri NSO, A Mun*→Bur, F Kiel→Den*,
A Ruhr* & F Hol* S ENGLISH A Lon→Bel

ITALY Scott (5): F Adr*→Apu, F Tun*→Ion, F Nap*→Apu, A Alb*→Gre, A Tri→Ser*

RUSSIA McSweeney (8): F Sev→Rum*, F Nwy→Ska*, F Swe* S F Nwy→Ska, A Mos→Sev*,
A War→Gal*, A Bud* S ITALIAN A Tri→Ser, A Rum→Bul*, A StP→Nwy*TURKEY Fiack (6): F Aeg*→Gre, F Ion* C A Gre*→Apu, F Con*→Aeg, F Smy→EMed*,
A Ser S F Aeg→Gre /d/ annihilated

Fall 1903 due March

PRESS

ST. PETERSBURG: We wish to thank the governments of France and Turkey for making our decisions so easy. To Turkey, we have only to say that after Serbia, we find it incomprehensible that one letter from France (distant and impotent) was deemed more valuable than Russis. To Germany, we must again express our gratitude for so intelligent, patient, and sympathetic diplomacy. To England, we hope that you discover in time a plan to foil a new Norman Invasion.

VIVA ITALIA! LANG LEBEN DEUTSCHLAND! LONG LIVE RUSSIA!

A Balkan War is no longer avoidable, but the outcome is not in doubt. Centuries of Russo-Turkish friction are apparently an insurmountable obstacle. Amen.

A state of war exists between Russia and Turkey, and between Russia and France. Diplomatic relations have been suspended. To Berlin, we must express our regret that we will no longer be able to supply intelligence regarding French maneuvers, but after the treachery of the past diplomatic season we cannot continue to place any reliability in anything we might learn from Paris.

ANKARA: The Turkish ruler Mohammed announced here that a festival of Thanksgiving has been scheduled. He stated, "In times of war against self acclaimed 'civilized' intruders from the West, one often fails to praise those responsible for our secure position. A feast has been scheduled while we build fleets during the Winter of 1903." Mohammed went on to state that a position at the head table would be offered Nicholas of Russia, although it was realized that he may be unable to leave his soldiers to attend.

1976 BO

GAMEMASTER: FANGMASTER

AUTUMN 1903: Italy F Ion R Tyo

WINTER 1903: ENGLAND: NBR will be one short. FRANCE removes F Pic.

GERMANY no room to build will be one short. TURKEY builds F Smy.

SPRING 1904 due March 8. I am requesting standby orders for England from David Forte, Apt 412, 11800 Edgewater Dr, Lakewood, Ohio 44107.

* * * * *

Answers to "You Be The Gamemaster" on page 8.

1. Austria: F Bul(sc)*→Bla An obvious impossible move.
2. England: F Bar→StP(nc)* Although North Coast was not specified in the order it is the only coast to which the fleet could move.
3. France: F MAO*→Spa Unlike the above example this order fails because it is ambiguous. The French F is able to move to either coast of Spain.
4. Austria: A Bul H /c/ R
Turkey: F Bla* S F Aeg→Bul(sc)* Even though the fleet in the Black Sea is unable to move to Bul(sc) it can move to Bul(nc). The ability to move into a space is all that is required for support,

1975GU

GAMEMASTER: Alan Cathcart, 6427 King Louis Dr., Alexandria, VA
(202) 457-8539

WINTER 1907: Austria builds A Vie; Turkey builds F Smy

SPRING 1908: GALLANT ALLIES HOLD ORCS AT BAY

AUSTRIA Burce (10): A Pie*-Mar, A Ven*-Pic, A Mun*-Bur, A Tyr* S A Ber-Mun,
A Sil* S A Ber-Mun, A Ber*-Mun, A Gal* H, A Vie-Boh*, A Pru*-Ber, F Naf*-MAOENGLAND Karlinski (9): A Hol* S A Kie, A Kie* S A Ruh-Mun, A Ruh*-Mun, F Hel-Den*,
F Nth-Hol*, F Eng* & F Iri* S FRENCH F MAO, F StP(nc)* H, F Nwy* S F StP(nc)FRANCE Reynolds (6): A Bel* S ENGLISH A Ruh, A Bur* S A Mar, A Mar* S F Spa(sc),
F Spa(sc)* S A Mar, A Gas* S A Mar, F MAO* S F Spa(sc)TURKEY Carroll (9): A Mos*-StP, A Lva* S A Mos-StP, A Sev-Rum*, F Smy-Acg*,
F Lyo* S AUSTRIAN A Pie-Mar, F Wes*-Spa(sc), F Tyr*-Wes, A Grc* H, F Ion*-TyrFall moves are due March 5. Conditional builds/removals are invited. A vote
has been requested on a draw among England, Austria, and Turkey. Sorry, Dave.If anybody's watching, Austria just started on his second set of armies--
watch those mercenaries, Gary.

1975HF

GAMEMASTER: FANGMASTER

SUMMER 1906: England F Wal R Lon; Italy A Tyo R Ven.

Fall 1906 due February 26. There has been a call for a vote on a three-way draw
including France, Austria, and Italy.

1976BW

GAMEMASTER: FANGMASTER

SUMMER 1903: Turkey A Bul R Con

Fall 1903 due February 26.

* * * * *

1975GD

HELL FREEZES OVER!!! All seven players have agreed to a seven-way draw. Please
send in your players' statements right away. I understand there are going to be
some scathing ones.

* * *

Included as inserts in this issue are 1975V, 1976EC, and 1976II.

BE PREPARED FOR THE YEAR OF THE SNAKE.

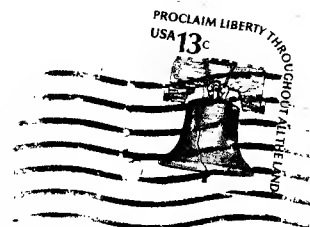
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